

## Enemies

### *Stat Block Sample*

#### **Description:**

**Attributes:** Agility d, Smarts d, Spirit d, Strength d, Vigor d

**Skills:**

**Pace: Parry: Toughness:**

**Special Abilities:**

**Items:**

## Undead

*\*All Undead can be Shaken\**

### **Zombie**

**Description:** A shambling corpse that shows signs of dying a violent death. The zombie lumbers on relentlessly looking for human flesh.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d4

**Skills:** Climb d4, Fighting d6, Notice d4

**Pace:** 4; **Parry:** 5; **Toughness:** 6;

**Special Abilities:**

- *Fists*- 1d4+1d8
- *Bite*- 2d4
- *Gang Up*- For each zombie attacking target, they receive +1 on attack and grapple rolls.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a zombie until its brain is destroyed.

### **Bloater**



**Description:** A soggy looking and bloated corpse that shambling about. A sloshing noise can be heard as it moves.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d4, Vigor d4

**Skills:** Fighting d6, Notice d4

**Pace :** 4; **Parry:** 5; **Toughness:** 6;

**Special Abilities:**

- *Fists*- 1d4+1d4
- *Bite*- 2d4
- *Vomit*- (Small Burst Template) Creates difficult terrain. Anyone passing through moves at half pace and must make an agility check TN 4 or fall prone.
- *Burst*- Each time the body of a Bloater is hit, a vigor check TN -2 must be made or Bloater bursts apart (Large Burst Template). This functions same as vomit.

- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a Bloater until its brain is destroyed.

## Ghoul



**Description:** Shiny grey skinned undead with an emaciated and lithe look. Its yellow bloodshot eyes dark around the horizon looking for prey, while its pack member circles behind it hissing quietly.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

**Skills:** Climbing d6, Fighting d8, Notice d6, Stealth d4, Tracking (scent) d6

**Pace:** 8; **Parry:** 6; **Toughness:** 6

### Special Abilities:

- *Claws*- 2d6
- *Bite*- 2d6
- *Scent*- +2 to tracking using smells.
- *Gang Up*- For each zombie attacking target, they receive +1 on attack and grapple rolls.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.

- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a Ghoul until its brain is destroyed.

## Crier



**Description:** Ragged looking zombie with bluish grey skin that seems to sag in odd places. A large bloated lump of flesh clings to the creatures throat.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d4

**Skills:** Fighting d4, Notice d8

**Pace:** 6; **Parry:** 4; **Toughness:** 6

### Special Abilities:

- *Fists*- 2d4
- *Bite*- 2d4
- *Eagle Eye*- Recieves +2 on notice rolls.
- *Moan*- A Crier lets out a high moan that attracts all other zombies in the surrounding area. The moan is so unsettling that all targets around the Crier (in Large Burst Template) must make a

Spirit Check TN 4 or become Shaken.

- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a Crier until its brain is destroyed.

## Gasser



**Description:** A shriveled dusty looking zombie that seems to be oozing a faint green mist out of open pustules.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d4

**Skills:** Fighting d6, Notice d6

**Pace:** 4; **Parry:** 5; **Toughness:** 6

**Special Abilities:**

- *Fists*- 2d4
- *Bite*- 2d4

- *Gas*- A cloud of gas surrounds the zombie (Small Burst Template) and grows to larger when zombie is damaged (Medium Burst Template). Any living creature in the area must make a vigor check TN -2 or take 1 level of fatigue and become Shaken. Critical failure means the target falls unconscious automatically and begins to suffocate. Dead in 3 rounds unless moved out of the area.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a Gasser until its brain is destroyed.

## Brute

**Description:** A thick looking zombie with an exoskeletal like crust. The zombie is slightly more agile and strong.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6

**Skills:** Climbing d6, Fighting d10, Intimidation d6, Notice d4, Throw d8

**Pace:** 6; **Parry:** 7; **Toughness:** 9

**Special Abilities:**

- *Fists*- 1d6+1d10
- *Bite*- 2d6
- *Toss*- Brutes love to grab their victims and slam them into the ground wall, or other targets. When being thrown target takes 1d6+1d10 damage (if thrown into another person, both take that damage)
- *Bull Charge*- Brutes who charge their full pace can slam into a target for 2d10 damage and sending them flying 1d6”.

- *Exoskeleton*- The tough outer armor of the Brute adds +2 to Toughness.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a Gasser until its brain is destroyed.

## Twitcher

**Description:** This undead looks like a regular zombie, but as it gets closer to living meat it begins to twitch, convulse, and shriek. Its hands are actually bone like claws that can tear flesh from bone quite easily.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d4

**Skills:** Fighting d6, Notice d6, Track (scent) d4

**Pace:** 4; **Parry:** 5 (7); **Toughness:** 6

### Special Abilities:

- *Fists*- 1d4+1d6
- *Bite*- 2d4
- *Rend*- When a Twitcher hits with both claws, target takes an additional 1d6 damage.
- *Twist and Moan*- Because a Twitcher is constantly moving when close to live targets they are harder to hit in melee. Add +2 to Parry.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a Twitcher until its brain is destroyed.

## Deviant



**Description:** A deep intelligence and hatred burn in the eyes of this terrible undead. A Psychic who dies is doomed to rise as a Deviant and has a hatred for all life and what it has become. It is driven by its desire for the flesh of the living and will use all its wits to that end.

*Note: A Deviant rarely should ever be alone. There should be a few lesser Undead under their control. A Deviant is one of the scariest things players can and will face. A Deviant knows its weakness and usually takes steps to protect their brain, protective gear, armor spell, etc.*

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Skills:** Climbing d4, Fighting d4, Guts d6, Intimidate d6, Knowledge (GM Choice) d8, Notice d6, Psychic d10, Shooting d6, Stealth d6

**Pace:** 6; **Parry:** 4; **Toughness:** 7

### Special Abilities:

- *Wild Card*- A Deviant is ALWAYS a Wild Card enemy.
- *Fists*- 1d4+1d6
- *Bite*- 2d4
- Soul Drain Edge.
- *Psychic Powers*- A Deviant gains the Power Zombie for free. Choose powers from among Psychic Powers.
- *Number of Powers*- Rank- Novice 3; Seasoned 4; Veteran 4; Heroic 5; Legendary 6.
- *Power Points*- Rank- Novice 10; Seasoned 10; Veteran 15; Heroic 15; Legendary 20.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a Deviant until its brain is destroyed.

### The Lurkers

These are zombies that have been stationary for a long time and have become covered with sand, moss, bog water, and brush and plants. Usually there are 5 or 6 of them that just suddenly stop at the same time and eventually were covered by the aforementioned things.

When people stumble across them, it causes all of them to attack at once.

### Sand Traps

**Description:** Dried out mummified looking zombies burst from the sand. Beetles crawl over their skin as they

being to rise and chase their unsuspecting prey.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d4

**Skills:** Climb d4, Fighting d6, Notice d6

**Pace:** 4; **Parry:** 5; **Toughness:** 5;

### Special Abilities:

- *Fists*- 1d4+1d8
- *Bite*- 2d4
- *Gang Up*- For each zombie attacking target, they receive +1 on attack and grapple rolls.
- *Surround*- This works like Gang Up, but when there are 4 or more Sand Traps on target, each does an additional d6 damage.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a zombie until its brain is destroyed.

### Bog Witches

**Description:** Covered in algae, mud, and insect larva, these zombies lay in shallow muck and puddles until food passes by.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d4

**Skills:** Climb d4, Fighting d6, Notice d6

**Pace:** 4; **Parry:** 5; **Toughness:** 5;

### Special Abilities:

- *Fists*- 1d4+1d8
- *Bite*- 2d4
- *Gang Up*- For each zombie attacking target, they receive +1 on attack and grapple rolls.
- *Surround*- This works like Gang Up, but when there are 4 or more Sand Traps on target, each does an additional d6 damage.

- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a zombie until its brain is destroyed.

## Mountain Men

**Description:** These zombies have been stationary so long through so many winters they have become covered with dirt, moss, and wild growth. People are easily caught off guard by this hidden threat.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d4

**Skills:** Climb d4, Fighting d6, Notice d6

**Pace:** 4; **Parry:** 5; **Toughness:** 5;

**Special Abilities:**

- *Fists*- 1d4+1d8
- *Bite*- 2d4
- *Gang Up*- For each zombie attacking target, they receive +1 on attack and grapple rolls.
- *Surround*- This works like Gang Up, but when there are 4 or more Sand Traps on target, each does an additional d6 damage.
- *Undead*- +2 Toughness. +2 to recover from being Shaken. Immune to disease and poisons.
- *Weakspot*- Head. Can only be killed by a shot to the head. All other damage does not affect a zombie until its brain is destroyed.

## Mutated Creatures

### Mutated Scorpion

**Description:** This giant arachnid, the size of a Great Dane. The insect is highly aggressive and extremely dangerous.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d4

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Special Abilities:**

- *Pincers*- 1d4+1d6
- *Tail*- 2d4; if target is stung can poison.
- *Poison*- Target that is struck by scorpion's tail must make a Vigor check TN 4. Failure means target takes an automatic additional wound level.
- *Exoskeleton*- The tough outer armor of the scorpion adds +2 to Toughness.

### Scorpion Matriarch

**Description:** Female scorpion that controls small portion of Mutated Scorpions. The Scorpion Matriarch

**Attributes:** Agility d8, Smarts d6 (A), Spirit d4, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidate d6, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Special Abilities:**

- *Pincers*- 1d6+1d8
- *Tail*- 2d6; if target is stung can poison.
- *Poison*- Target that is struck by scorpion's tail must make a Vigor check TN 4. Failure means target takes an automatic additional wound level.
- *Exoskeleton*- The tough outer armor of the scorpion adds +2 to Toughness.

## Mutated Bear

**Description:** This bear is large and seems to have tumors growing on the side of its shoulders. Its fur is a pale sickly brown tan color.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d8, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4, Tracking d4

**Pace:** 6; **Parry:** 5; **Toughness:** 5

### Special Abilities:

- **Health-** Mutated bears have 2 Wound Points instead of 1.
- **Claws-** 1d6+1d8
- **Bite-** 2d6
- **Tendrils-** The weird tumors on the Mutated Bears shoulders are actually pods that house 2 tentacle-like tendrils. These tendrils will attempt to grapple a target to the ground and hold them prone while the bear moves in for the kill and feeds.
- **Regeneration-** Every round a Mutated Bear makes a Vigor Check TN +2. On success 1 wound is healed.

## Mutated Cougar

**Description:** This beast looks more like a natural cougar, save for a reddish wet looking fur and larger front claws. Mutated Cougars tend to hunt in pairs, and like to stalk their prey and attacking from high up, using the element of surprise to deliver a killing blow.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d4, Strength d6, Vigor d4

**Skills:** Climbing d4, Fighting d6, Notice d6, Stealth d8, Taunt d4, Tracking d6

**Pace:** 8; **Parry:** 5; **Toughness:** 4

### Special Abilities:

- **Claws-** 1d4+1d6
- **Bite-** 2d4

- **Dust-** Once per day a Mutated Cougar can release a dust off of its fur (Small Burst Template). Targets in the area must make a Vigor check or become blinded for 1d4 rounds.
- **Relentless-** Once a Mutated Cougar has set its sight on Prey it will follow until seriously wounded or it makes its kill.

## Mutated Crocodile

**Description:** This gigantic beast looks more like it belongs in a prehistoric era than in the wastes. The creature sports a huge maw, tough skin, and a huge appetite.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d10, Vigor d6

**Skills:** Fighting d8, Notice d6, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 8

### Special Abilities:

- **Bite-** 2d6
- **Snap-** If a target is knocked prone it immediately gets to make a snap attack against the target, doing 1d6 damage and pinning the target. After initial damage pinned character gets grapple check to get out of Alligators grip.
- **Rip N' Tear-** If a character is still pinned at the beginning of Alligators turn, the creature shakes its head viciously attempting to tear part the target while backing away to the water front. The target takes 3d6 damage.
- **Predator-** When in water the gator gets a +2 to Stealth rolls
- **Tail-** Once per round attempts to knock a target prone- goes off of fighting roll VS targets agility roll.
- **Thick Skinned-** +3 to Toughness.

## Giant Spider



**Description:** This arachnid is huge; roughly the size of a car. The insect is highly aggressive, very agile, devious, and extremely dangerous.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

**Skills:** Climb d8, Fighting d6, Notice d4, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6

### Special Abilities:

- *Fangs*- 1d4+1d6 plus poison
- *Poison*- Target that is hit by a Spiders fangs must make a Vigor check -2. Failure means target is paralyzed for 1d6 +1 rounds.
- *Web*- A spider's web is very sticky and can trap unsuspecting creatures that happen upon it. Creatures in the area of the web must make an Agility Check -2 each inch of movement or become stuck and immobile for that round. A spider's web is

considered difficult terrain, so movement is halved.

- *Exoskeleton*- The tough outer armor of the Giant Spider adds +2 to Toughness.

## Fetid Fly (Mutated)

**Description:** This vile insect is the size of a Chihuahua and weighs roughly 20lbs. Fetid Flies can consume twice their weight in food per day and seems to be driven only to eat and breed.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

**Skills:** Shooting (spitting) d6, Notice d8

**Pace:** 4 (Ground) 8 (Flying); **Parry:** 5;

**Toughness:** 8

### Special Abilities:

- *Acid Spit*- A Fetid Fly can hurl a glob of acid 5" line that deals 1d8 damage per round until washed off. Each glob off acid does 1d8 damage and will stack.
- *Compound Eyes*- Anything attempting to sneak up on a Fetid Fly receives -4 to their roll.
- *Jittery Little Fella*- A Fetid Fly buzzes and zips around. When successfully hit by melee or ranged attack the Fetid Fly rolls 1d6, on a 6 the attack is not successful. The fly having just flittered out of the way of danger.
- *Exoskeleton*- The tough outer armor of the Fetid Fly adds +2 to Toughness.

## Fleshies

### Ferals

**Description:** Ferals are humans that have never lived in civilization or have had much encounter with them. They are wild, tend to live in small communities and are nomadic. They use

crude weaponry like stone axes, knives, or junk and debris from the fallen civilization made into weapons.

**Attributes:** Agility d6, Smarts d4-6, Spirit d4, Strength d6, Vigor d6

**Skills:** Climbing d4, Fighting d6, Guts d4, Healing d6, Intimidation d6, Notice d6, Shooting d4, Stealth d8, Throwing d6, Tracking d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5 (6 chest)

**Special Abilities:**

- *Crude Machete*- STR+d6
- *Rock Axe*- STR+d6 Range: 3/6/9

**Items:** Tooth Necklace, Crude Machete, Rock Axe, Crude Leather Chest piece

## Raider

**Description:** Cold and heartless heathens that profit from attacking and plundering from other survivors. Everything is theirs for the taking.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Assorted- Most will have Fighting, Shooting

**Pace:** Assorted; **Parry:** Assorted;

**Toughness:** Assorted

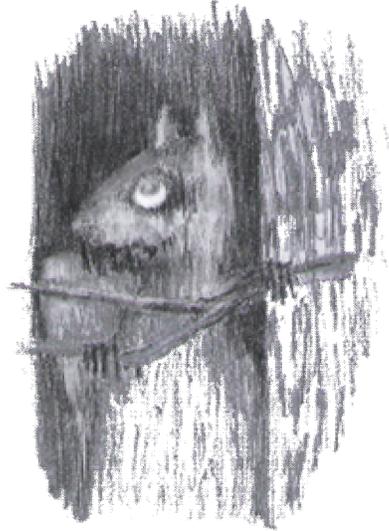
**Special Abilities:**

- Assorted- Could be Psychic or Weird Scientists.

**Items:** Any item from *Wrath of Zombie* or SWEX book.

## Infected Furies

### Squirrels



**Description:** These little bastards are not like their cute and cuddly uninfected brethren. These squirrels have been driven mad from infection and attack anything that gets too close to their trees. Their preferred method of attack is to fly onto the head or face of the target and begin biting and scratching at the eyes.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d4, Strength d4-2, Vigor d4

**Skills:** Fighting d4, Stealth d10

**Pace:** 10; **Parry:** NA; **Toughness:** 5 (+1 Size)

**Special Abilities:**

- *Claws*- 2d4-2
- *Bite*- 2d4
- *Ambidextrous*- A squirrel gets two claw attacks a round with no penalty.
- *Face Hugger*- An Infected Squirrel gets a +2 to grapple to an opponents face.
- *Infection*- Each successful attack gives 1 point of Infection to the target. See Infected Rules.

## Rat Swarm

**Description:** A heap of wet sickly looking rats moves towards you quickly. Their eyes are popping madly as they gnash their teeth and make high pitched squeaks. A Rat Swarm occupies a Small, Medium, or Large Burst Template.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d4-2, Vigor d6

**Skills:** Fighting d4, Guts d4, Notice d6 (Scent)

**Pace:** 8; **Parry:** NA; **Toughness:** 6 (+1 size)

### Special Abilities:

- *Horde*- The size of the Rat Swarm determines Wounds and enemy damage. A small swarm has 1 wound, medium 2, and large 3. Each time a Rat Swarm receives a wound the players have killed enough rats to shrink the size to the next smallest template. Damage adjusts accordingly.
- *Bite*- 2d4 (small), 3d4 (medium), 4d4 (large)
- *Scratch*- 2d4-2 (small), 3d4-2 (medium), 4d4-2 (large)
- *Disgusting*- The site of an Infected Rat Swarm is terrible. Anyone who can see it must make a successful Guts roll or become Shaken.
- *Slippery Little Bastards*- While in the radius of a Rat Swarm it is treated as difficult terrain when walking, halving a characters pace.
- *Phobia*- Infected Rats are terrified of fire and receive a -2 on Guts checks against it. Failure means the rats scurry as far away from the fire as possible.

- *Infection*- Each successful attack gives 1 point of Infection to the target. See Infected Rules.

## Wolf

**Description:** An Infected Wolf (and its pack if applicable) has much in common with Infected Humans, the love of human flesh. Wolves are known for keen intellect, and it is made frightening and eerie when it is driven with the desire to hunt humans. There have been reported cases where an Infected Wolf Pack will injure one human and wait for others to come looking, guaranteeing a larger meal.

**Attributes:** Agility d6, Smarts d8 (A), Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d6, Intimidate d6, Notice d6, Taunt d4, Track d6

**Pace:** 8; **Parry:** 6; **Toughness:** 6

### Special Abilities:

- *Bite*- 2d6 damage.
- *Trip*- An Infected Wolf will attempt to trip a target while the pack attacks the downed target.
- *Infection*- Each successful attack gives 1 point of Infection to the target. See Infected Rules.

## Carrion Snake

**Description:** This disgusting looking snake is slimy and gray with black necrotic patches on its hide. This snake has become Infected after feasting on the corpses of the undead. It is large and prefers to strike quickly, using its poisonous fangs to immobilize the target and then constrict the creature for good measure.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d4

**Skills:** Fighting d6, Notice d4, Stealth d8

**Pace:** 4; **Parry:** 5; **Toughness:** 4

### Special Abilities:

- *Fangs*- 1d4+1d6+Poison+Infection
- *Poison*-Target that is hit by a Carrion Snake's fangs must make a Vigor check -2. Failure means target is paralyzed for 1d6 rounds.
- *Constrict*- A Carrion Snake will try to grapple a possible meal. On the next round and each round after a Carrion Snake has successfully wrapped a target they take 2d6+2 damage. A target must make a successful Strength check -2 to pull out of the snakes hold.

### Blood Buzzard



**Description:** These birds have eaten the flesh of the undead and have become enraged due to the Infection. Blood Buzzards often are in packs of 4-5 and aggressively attack the living, dead, or undead for food.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d4, Vigor d4

**Skills:** Fighting d6, Notice d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Special Abilities:**

- *Claws*- 1d6
- *Beak*- 1d4
- *Fury*- The moment a Blood Buzzard smells blood it goes berserk and attacks the target more aggressively getting two attacks a round with no negative modifiers.
- *Terror From the Sky*- The sight of 3 or more Blood Buzzards dive bombing from the sky is a terrifying sight. Targets in the area must make a Guts roll -1 for each Blood Buzzard involved. Failure means the target flees in terror, running in a random direction for 1d4 rounds.

## What the Hell is That?!

### Parasite



**Description:** This creature appears to be an amorphous blob of flesh. It is slow moving. Its one driving force is to consume and digest flesh. Once the Parasite has digested a creature it can assume the victims shape and has access to all their memories and skills. When a Parasite becomes satiated its drive for flesh becomes dormant. The Parasite can live in the host for years before decomposing the shell and hunting again for fresh victims. The Parasite can digest another creature while in Host form. The only thing that seems to kill a Parasite is fire.

*(Original Form)*

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d10

**Skills:** Fighting d6, Notice (sense) d8, Stealth d10

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Special Abilities:**

- *Horrible Visage*- Whenever a person encounters the Parasite in its original form or absorbing someone, they must make a Guts Check TN -2 or flee in terror.
- *Absorption*- A Parasite has four “arms” that it uses to grapple the target onto its flesh, which is sticky (to get off a Parasite’s flesh a character must make an opposing strength roll. A Parasite gets +2 on this roll) and holds the target there. At the start of the next round the creature begins to be digested. The Parasite rolls a fighting check VS targets Vigor. The target takes 2d6 damage each attack. Once the target has been brought to incapacitated (there is no roll for death) they have been absorbed and the Parasite now assumes the identity and personality of that target.
- *Immunity*- Only fire damage hurts a Parasite.

### The Twisted Experiments

Many things have been created and discovered in the name of science. Many of these things have been beneficial and put to good use for all of humanity.

However there are some scientists so obsessed, or deranged, that they push the normal conventions of research past the limit and have produced some truly horrifying results.

### Man-fly (Mutated)

**Description:** What was once a normal human now stands as a monstrosity; terrible, disgusting, and vile. This bipedal fly lacks the wings of its smaller brethren, but makes up for it in its vicious mentality. The Man-fly attacks all it sees and consumes. Every so often these creatures will kidnap a human of the opposite sex and force it to mate.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d4, Strength d6, Vigor d8

**Skills:** Shooting (spitting) d8, Fighting d8; Notice d8; Stealth d6

**Pace:** 10; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- *Acid Spit-* A Fetid Fly can hurl a glob of acid 15" line that deals 1d8 damage per round until washed off. Each glob off acid does 1d8 damage and will stack.
- *Compound Eyes-* Anything attempting to sneak up on a Man-Fly receives -4 to their roll.
- *Exoskeleton-* The tough outer armor of the Man-Fly adds +2 to Toughness.

### Man-Ant (Mutated)

**Description:** What was once a normal human now stands as a monstrosity; terrible, disgusting, and vile. This bipedal ant has large mandibles which it uses to attack and eat its victims. Like a natural ant this creature is extremely strong and thick skinned. Every so often these creatures will kidnap a human of the opposite sex and force it to mate.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d10

**Skills:** Climb d6; Fighting d10; Intimidate d6; Notice d6

**Pace:** 6; **Parry:** 7; **Toughness:** 8

**Special Abilities:**

- *Bite-* A Man-Ant mandibles are strong and razor sharp. Str+1d6 damage.

- *Fists-* Str+1d6.
- *Latch-* A Man-Ant will attempt to latch on to a target with its mandibles after a successful attack. This is an opposed roll. If the ant is successful it deals an additional 2d6 crushing damage.
- *Tough Exoskeleton-* The tough outer armor of the Man-Ant adds +3 to Toughness.

### Man-Spider (Mutated)

**Description:** What was once a normal human now stands as a monstrosity; terrible, disgusting, and vile. This bipedal spider has large fangs which drip a slimy gooey substance. Anyone unlucky enough to be bitten by this creature can become paralyzed and likely end up as a meal. Every so often these creatures will kidnap a human of the opposite sex and force it to mate.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

**Skills:** Climb d10; Fighting d8; Notice d6

**Pace:** 6; **Parry:** 7; **Toughness:** 8

**Special Abilities:**

- *Fangs-* Str+1d6 plus poison
- *Poison-* Target that is hit by a Spiders fangs must make a Vigor check -2. Failure means target is paralyzed for 1d6 +1 rounds.
- *Web-* A spider's web is very sticky and can trap unsuspecting creatures that happen upon it. Creatures in the area of the web must make an Agility Check -2 each inch of movement or become stuck and immobile for that round. A spider's web is considered difficult terrain, so movement is halved.
- *Exoskeleton-* The tough outer armor of the Man-Spider adds +2 to Toughness.